

Amendments to the Claims

The following listing of claims replaces all prior versions and listings of claims in the present application:

1. (Currently Amended) A method of rendering an image comprising the steps of:

mapping a plurality semitransparent textures respectively onto ~~{respective surfaces of}~~ a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

remapping the plurality of semitransparent textures, which have been moved, respectively onto said different ~~{respective surfaces of the plurality of semitransparent or transparent}~~ polygons ~~{which make up said object}~~,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

2. (Cancelled).

3. (Cancelled).

4. (Cancelled).

5. (Previously Presented) A method according to claim 1, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

6. (Currently Amended) A method of processing an image, comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and

remapping the moved texture images respectively onto ~~the~~ said different polygons from among said plurality of polygons stored in said display rendering area,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

7. (Currently Amended) An apparatus for rendering an image comprising:

texture mapping means for mapping a plurality semitransparent textures respectively onto ~~respective surfaces of~~ a plurality of semitransparent or transparent polygons which make up an object;

texture moving means for moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

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texture remapping means for remapping the plurality of semitransparent textures, which have been moved, respectively onto said different ~~respective surfaces of the plurality of semitransparent or transparent~~ polygons ~~which make up said object~~;

wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures.

8. (Cancelled).

9. (Cancelled).

10. (Cancelled).

11. (Previously Presented) An apparatus according to claim 7, wherein said rendering means comprises:

object setting means for arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

12. (Currently Amended) An apparatus for processing an image, comprising:

texture rendering means for storing a plurality of texture images in a texture rendering area of an image memory;

image rendering means for storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

texture mapping means for mapping the texture images respectively onto said polygons;

texture moving means for moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area, ~~{, and}~~

wherein said texture mapping means comprises means for remapping the moved texture images respectively onto ~~{the}~~ said different polygons from among said plurality of polygons stored in said display rendering area, and

wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures.

13. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

mapping a plurality semitransparent textures respectively onto ~~{respective surfaces of}~~ a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

B1 remapping the plurality of semitransparent textures, which have been moved, respectively onto said different ~~{respective surfaces of the plurality of semitransparent or transparent polygons {which make up said object},~~

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

14. (Cancelled).

15. (Cancelled).

16. (Cancelled).

17. (Previously Presented) A recording medium according to claim 13, wherein said moving step further comprises the step

of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

18. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and

remapping the moved texture images respectively onto ~~the~~ said different polygons from among said plurality of polygons stored in said display rendering area,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

19. (Currently Amended) A program which can be read and executed by a computer, comprising the steps of:

mapping a plurality semitransparent textures onto respective surfaces of a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

remapping the plurality of semitransparent textures, which have been moved, respectively onto said different ~~{respective surfaces of the plurality of semitransparent or transparent}~~ polygons ~~{which make up said object}~~,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures,

20. (Currently Amended) A program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and

remapping the moved texture images respectively onto ~~{the}~~  
said different polygons from among said plurality of polygons  
stored in said display rendering area,

wherein in said moving step, at least one of said plurality  
of semitransparent textures is moved in a different direction  
from another one of said plurality of textures.

21. (Previously Presented) A method according to claim 1,  
wherein in said moving step, at least one of said plurality of  
semitransparent textures is moved in more than one direction.

22. (Previously Presented) A method according to claim 6,  
wherein in said moving step, at least one of said plurality of  
semitransparent textures is moved in more than one direction.

23. (Previously Presented) An apparatus according to  
claim 7, wherein said texture moving means moves at least one of  
said plurality of semitransparent textures in more than one  
direction.

24. (Previously Presented) An apparatus according to  
claim 12, wherein said texture moving means moves at least one of  
said plurality of semitransparent textures in more than one  
direction.

25. (Previously Presented) A recording medium according  
to claim 13, wherein in said moving step, at least one of said



plurality of semitransparent textures is moved in more than one direction.

26. (Previously Presented) A recording medium according to claim 18, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in more than one direction.

27. (Previously Presented) A program according to claim 19, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in more than one direction.

B, 28. (Previously Presented) A program according to claim 20, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in more than one direction.

29. (Currently Amended) A method of rendering an image comprising the steps of:

mapping a plurality semitransparent textures respectively onto ~~{respective surfaces of}~~ a plurality of semitransparent or transparent polygons which make up an object; and

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

30. (Previously Presented) A method according to claim 29, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

31. (Previously Presented) A method according to claim 29, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

32. (Currently Amended) A method of processing an image, comprising the steps of:

B, storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons; and

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

33. (Previously Presented) A method according to claim 32, wherein in said moving step, at least one of said plurality of

semitransparent textures is moved in a different direction from another one of said plurality of textures.

34. (Currently Amended) An apparatus for rendering an image comprising:

texture mapping means for mapping a plurality semitransparent textures respectively onto ~~{respective surfaces of}~~ a plurality of semitransparent or transparent polygons which make up an object; and

texture moving means for moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

35. (Previously Presented) An apparatus according to claim 34, wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures.

36. (Previously Presented) An apparatus according to claim 34, wherein said rendering means comprises:

object setting means for arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

37. (Currently Amended) An apparatus for processing an image, comprising:

texture rendering means for storing a plurality of texture images in a texture rendering area of an image memory;

image rendering means for storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

texture mapping means for mapping the texture images respectively onto said polygons; and

texture moving means for moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

38. (Previously Presented) An apparatus according to claim 37, wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures.

39. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

mapping a plurality semitransparent textures respectively onto ~~{respective surfaces of}~~ a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said

semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

40. (Previously Presented) A recording medium according to claim 39, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

41. (Previously Presented) A recording medium according to claim 39, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

42. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;  
and

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons. and restoring the moved texture images in said texture rendering area.

43. (Previously Presented) A recording medium according to claim 42, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

44. (Currently Amended) A program which can be read and executed by a computer, comprising the steps of:

mapping a plurality semitransparent textures onto respective surfaces of a plurality of semitransparent or transparent polygons which make up an object; and

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

45. (Previously Presented) A program according to claim 44, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

46. (Currently Amended) A program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons; and

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

47. (Previously Presented) A program according to claim 46, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

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